

Exploring Digital Arts

Understand the presence and influence of digital art and media in popular culture. **CY95.1**

1.01 Remember examples of digital arts and media present in everyday life and various industries. **CY95.1.01**

1.02 Understand how digital arts and media influence communication, culture, and individual perspectives in popular culture. **CY95.1.02**

1.03 Understand how generative AI is influencing the digital arts in popular culture. **CY95.1.03**

Understand how businesses and organizations use digital arts and media to inform decisions and engage audiences. **CY95.2**

2.01 Understand how digital arts and media support marketing and branding. **CY95.2.01**

2.02 Understand how digital art is used in communication strategies to engage audiences. **CY95.2.02**

2.03 Understand how generative AI is influencing digital arts in a variety of careers. **CY95.2.03**

Understand techniques to make digital media projects using 2D, 3D, and multimedia tools. **CY95.3**

3.01 Understand digital 2D tools to make an original composition. **CY95.3.01**

3.02 Understand digital 3D tools to make an original composition. **CY95.3.02**

3.03 Understand audio, video, photo or a combination to produce an original composition. **CY95.3.03**

Understand career pathways in the digital arts and career clusters. **CY95.4**

4.01 Explain career roles, responsibilities, and required qualifications within the digital arts and media industry. **CY95.4.01**

4.02 Summarize professional practices and ethical standards that contribute to success in digital arts and media careers. **CY95.4.02**

4.03 Explain the impact of emerging technologies and industry trends on current and future digital arts and media careers. **CY95.4.03**

Understand why showcasing digital art is a standard practice in the media industry. **CY95.5**

5.01 Compare digital methods of showcasing art in the media industry. **CY95.5.01**

5.02 Compare non-digital methods of showcasing art in the media industry. **CY95.5.02**